XBOX
LIVE
ONLINE ENABLED
Tom Clancy's
SPLINTER CELL
PANDORA TOMORROW
UBISOFT

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms–children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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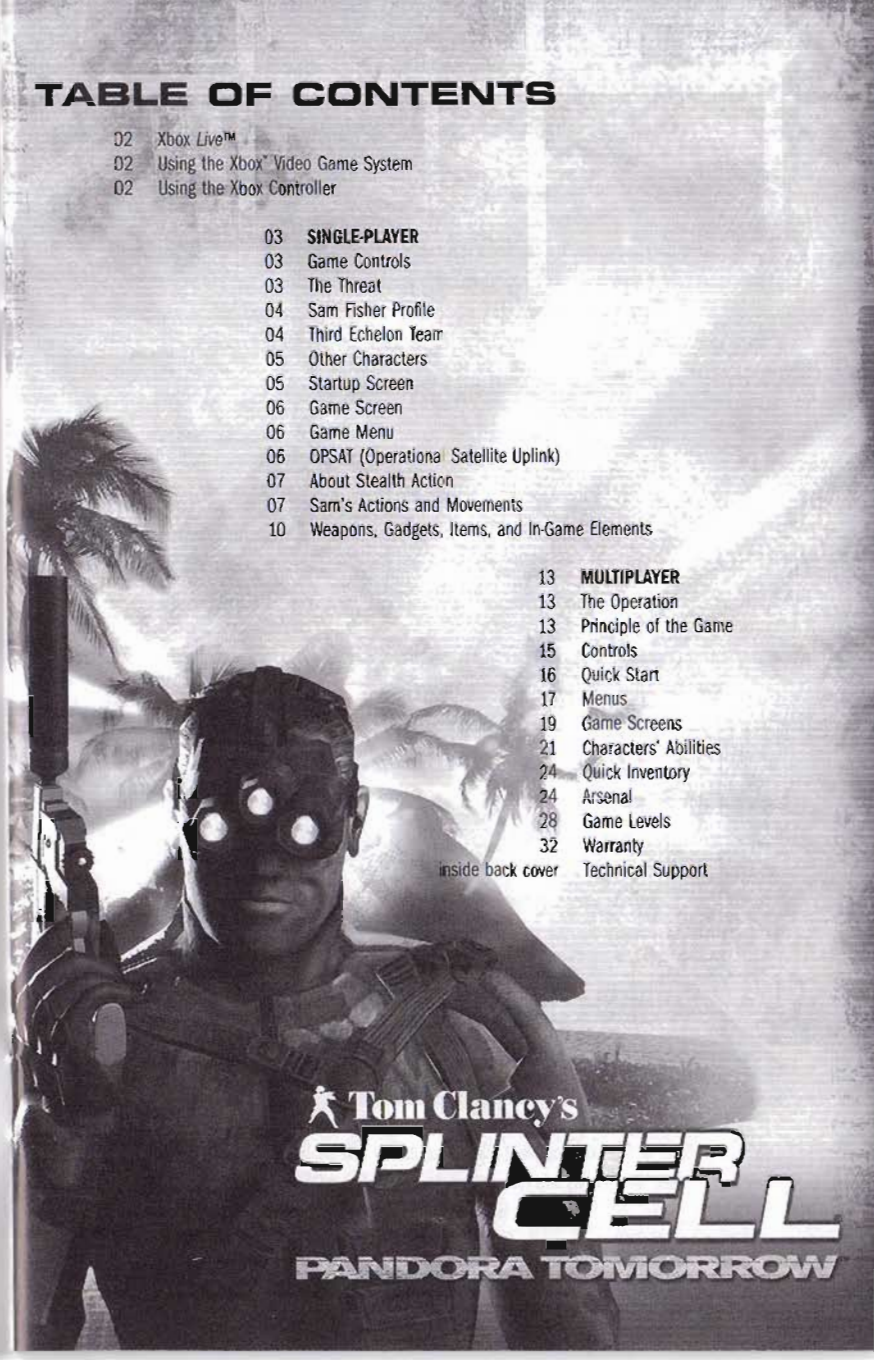


XBOX *LIVE*™

Take Tom Clancy's Splinter Cell® Pandora Tomorrow™ Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable Tom Clancy's Splinter Cell Pandora Tomorrow Content

If you are an Xbox *Live* subscriber, you can download the latest content (such as new levels, missions, weapons, vehicles, and more) to your Xbox console.

Connecting

Before you can download the latest content for Tom Clancy's Splinter Cell Pandora Tomorrow, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for more information about connecting to Xbox *Live*, see www.xbox.com/connect and select your country.

USING THE XBOX® VIDEO GAME SYSTEM

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Tom Clancy's Splinter Cell Pandora Tomorrow disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about Tom Clancy's Splinter Cell Pandora Tomorrow.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

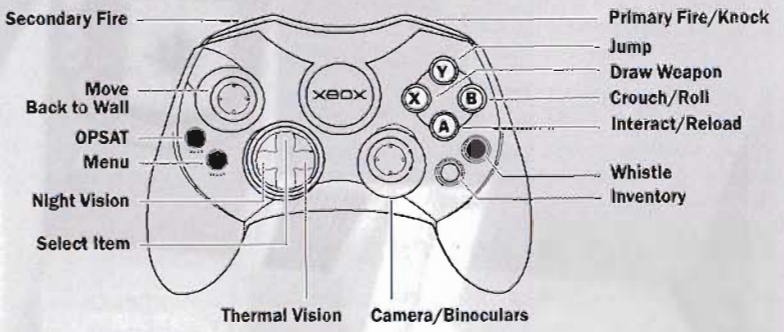
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert an expansion device (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to the diagram below for more information about using the Xbox Controller to play Tom Clancy's Splinter Cell Pandora Tomorrow.

SINGLE-PLAYER

GAME CONTROLS



THE THREAT

In response to the growing use of sophisticated digital encryption to conceal potential threats to the national security of the United States, the NSA (National Security Agency) has ushered forth a new dawn of intelligence-gathering techniques. This top-secret initiative, dubbed Third Echelon, marks a return to classical methods of espionage, enhanced with leading-edge surveillance and combat technology for the aggressive collection of stored data in hostile territories. When intelligence deemed critical to national security cannot be obtained by traditional means, Third Echelon is granted clearance to conduct physical operations. Its existence denied by the U.S. government, Third Echelon deploys units known as Splinter Cells: elite intelligence-gathering forces consisting of a lone field operative supported by a remote team. Like a sliver of glass, a Splinter Cell is small, sharp, and nearly invisible.

2006: The U.S. installs a temporary military base on East Timor to train the developing defense force of the "world's youngest democracy." Resistance to the U.S. military presence in Southeast Asia is widespread and passionate, but the threat Indonesian militias pose to Timorese democracy is deemed sufficient justification. At the same time, the U.S. doesn't mind having an excuse to install active military personnel within easy reach of both North Korea and the largest Muslim population in Asia.

Anti-U.S. resentment comes to a head under the leadership of guerrilla militia leader Suhadi Sadono, acting with the unofficial support of major corrupt factions of the Indonesian government. Suhadi's men attack and occupy the U.S. Embassy in Jakarta, taking dozens of civilian and military personnel hostage.

You are Sam Fisher. You're sent in, not to rescue the hostages, but to destroy top-secret documentation held in the embassy before Suhadi's men access it.

SAM FISHER PROFILE

Fisher has been on the front lines of espionage in several defining conflicts throughout the past decades. He has not only survived, but excelled in the field of covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies.

Though fully aware of and confident in his abilities, Fisher understands that his survival has often been a gift of chance. He knows he is human and fallible, and he does not want to die. He has a strange and slightly dark sense of humor.

He is quiet, instinctive, and observant: somebody who watches from the outside. Combat, espionage, and constant training have defined his adult life; his tactical experience has become part of his instinct. Now, even outside of work, he is most comfortable on the fringes of society, keenly observant but still removed.

Fisher has acquired an admirable collection of scars and secured his place in Valhalla; he has little left to prove to the world. Now older and wiser, he has no interest in glory. If he fights, it is because he believes the cause is necessary and he is capable.

THIRD ECHELON TEAM

Colonel Irving Lambert

Born: 1961 in Batcave, NC
Height: 6'2"
Weight: 270 lbs.

THIRD ECHELON Operations Coordinator

Lambert is the link between the field agent (or agents) and Third Echelon's team of researchers, hackers, strategists, and commanders. While Fisher is in the field, he is in constant contact with Lambert via subdermal microchips and a cochlear implant.

Dermot P. Brunton

Born: 1963
Height: 5'5"
Weight: 136 lbs.

SHADOWNET Operations Coordinator

Dermot is the "Irving Lambert" of the SHADOWNET initiative. As his operations specifically prohibit live satellite contact between coordinator and operatives, Dermot's function is more bureaucratic and managerial.

Anna Grímsdóttir

Born: 1974 in Boston, MA
Height: 5'8"
Weight: 128 lbs.

THIRD ECHELON Communications Lead

Grímsdóttir heads a small team of programmers responsible for providing technological, cryptographic, and data support for the field operative. Grímsdóttir will assist Fisher in his interface with the high-tech components of his missions.

OTHER CHARACTERS

Suhadi Sadono

Indonesian Guerrilla Leader of the DARAH DAN DOA

Suhadi has been fighting for Indonesian sovereignty since he was 15 years old. He worked his way quickly through the ranks and by his 21st birthday was the leader of the Darah Dan Doa (Blood and Prayer), at that time a gang of a few dozen. By the mid-90s, funded (covertly) by the Kopassus (Indonesian Special Forces) and operation REDBEARD, the Darah Dan Doa had grown into a militia of thousands. Despite the withdrawal of U.S. and CIA support in 1999, the DDD continues to thrive.

Norman Soth

Mercenary

Soth is a CIA-trained mercenary and former freedom fighter operating in Southeast Asia, most notably Indonesia. In 1992 he was part of CIA operation REDBEARD, after which he spent nearly a decade arming and training the Kopassus to stamp down Timorese uprisings.

Dahlia Tal

Shin Bet Agent

Shin Bet, the Israeli Secret Police, handles the country's less savory intelligence-related tasks, such as interrogations, public relations, and psyops.

STARTUP SCREEN

From the initial Startup screen, you can select one of the following three menu options:

- Single Player
- Multiplayer
- Extras

Single Player Menu

Select Single Player if you'd like to play the single-player game. You will be taken to the Single Player menu, which contains the following options:

Start Game

Begin a new game or resume a previous game. When you select this option, you will be taken to the Profiles screen, where you can create a profile, load an existing profile, or even delete an old one. You can create up to 10 different profiles with up to three different saves for each. Once you are ready, select your profile to start a new game. To play an existing saved game, you must select a player profile and then select a saved game to load.

Introduction

Launch the introduction for Tom Clancy's Splinter Cell Pandora Tomorrow.

Back to Main Menu

Select this option to go back to the Main Menu of the game.

Multiplayer Menu

Select Multiplayer if you'd like to play multiplayer Splinter Cell Pandora Tomorrow on Xbox *Live* or with Xbox System Link. You will be taken to the Multiplayer menu. (See page 16 to start a multiplayer game.)

GAME SCREEN

1. **Life Bar:** This represents the status of Sam's health/life.
2. **Stealth Meter:** The meter moves left and right to represent the amount of light in Sam's area.
3. **Interaction System:** This system appears when you can interact with an object or person in the environment.
4. **Objective:** Displays the next goal to reach in your mission.
5. **Selected Weapon, Gadget, or Item:** Displays the current selection.
6. **Communication Box:** Appears at the top of the screen when you receive a communication.
7. **OPSAT:** When a small flashing envelope appears above your OPSAT, a new goal or a new note is available. Press the BACK button to open your OPSAT and read it.
8. **Total Ammo.**
9. **Ammo in One Magazine.**

GAME MENU

During the game, press the START button to access the Game menu.

- **Load Game:** Load an existing checkpoint or a previously saved game.
- **Options:** Adjust the sound and video settings.
- **Controller:** Adjust the controller options.
- **Back to Single Player Menu:** Go back to the Single Player menu.

OPSAT (OPERATIONAL SATELLITE UPLINK)

The OPSAT is a compact, wrist-mounted version of a standard civilian PDA, designed for military use. It enables Sam to receive mission objectives and updates from Third Echelon headquarters. The OPSAT also displays real-time images from Sticky Cameras. During the game, press the BACK button to open your OPSAT.

- **Goals:** View the specific details of your mission objectives.
- **Notes:** Read additional hints and clues that may have been gathered during the mission.
- **Data:** Recon data provides intelligence about enemies, locations, or other key elements pertinent to the operation. Pay special attention to the data sticks, as they contain key information.
- **Inventory:** The inventory section provides information about the items and equipment you are carrying.

ABOUT STEALTH ACTION

Sam's ability to operate covertly is his most valuable asset against overwhelming enemy forces. The visibility meter on Sam's OPSAT is an important indicator of stealth. If it is completely to the left, Sam is invisible to enemy surveillance. If it is completely to the right, Sam is in critical danger of being detected and/or intercepted. Remaining under the cover of shadows is an important stealth technique, but crouching, moving slowly, and keeping your back to the wall also contribute to Sam's invisibility.

A Splinter Cell operative must defy not only enemy eyes, but also enemy ears. Consider that while running and jumping are sometimes necessary movements, they also generate sound – a golden invitation for an enemy patrol to investigate your position. Moving slowly while crouched is much more likely to avoid enemy investigation.

Alarms

Note that if an enemy detects Sam, or even suspects the presence of an intruder, they have been specifically trained to alert nearby comrades or trigger an alarm, rather than engage Sam by themselves. They will be more prepared and armed each time a new alarm level is reached. And because of the extremely covert nature of Splinter Cell operations, indiscretion with alarms can lead to Third Echelon aborting a mission.

SAM'S ACTIONS AND MOVEMENTS

Each time Sam can perform a special action, an Interaction System window will open. Press the A button and hold it, and then use the left thumbstick or the directional pad to select the action you want to perform. Release the A button to validate your choice.

Analog Movement

Many of Sam's moves are analog in nature. Simply put, this means that if you push hard on a stick or button, Sam will perform the move more quickly or forcefully. When walking, for example, moving the right thumbstick all the way forward will make Sam run at top speed. Pushing gently forward will move him more slowly. Since moving slowly allows greater stealth than moving quickly, it is important to remember to exercise control. An enemy who hears you behind him can almost always spin around and shoot faster than you can cross an open area. While it may seem unnerving to move slowly through a well-lit space with an enemy nearby, it's often lethal to try to dash across the space.

Basic Moves

Sam has a wide range of moves. Knowing how to get around – and how to do it undetected – is critical.

Crouching

Press the B button to crouch. Movement is slower, but quieter, and Sam is less visible while crouched.

Mantling

Press the Y button and push forward into low objects like crates or tables and Sam will crawl, or "mantle," onto them.

Climbing

To climb a pipe, ladder, vertical cable, or fence, simply walk into it. Press the B button to jump off.

Close Attack

With your weapon holstered, pull the right trigger when very close to an enemy to hit him with your elbow.

Back to Wall

Click the left thumbstick when standing or crouched to put Sam's back to the wall. Sam is less visible with his back to a wall.

Shimmying

Jump by pressing the Y button to grab and hang from ledges above Sam's head. Sam can move left and right as well as pull himself up if there is room. Pull down or press the B button to let go of a ledge.

Hand-over-Hand

Jump by pressing the Y button to grab and hold a horizontal pipe. Bring Sam's legs up to clear obstacles by pressing the Y button.

Zip Line

Jump by pressing the Y button to grab hold of a sloped wire or zip line. Sam will slide down automatically. Raise Sam's legs by pressing the Y button. Press the B button to let go.

Advanced Moves

Advanced moves are just as crucial as basic moves. Mastering these will allow Sam to move through his environment with much greater safety and precision. Many of these advanced moves are combinations that allow Sam to attack. For information on equipping and using weapons, refer to the next section, Weapons, Gadgets, Items, and In-Game Elements.

Rolling

Press and hold the B button while moving to do a roll.

Split Jump

If Sam is in a corridor that is about as wide as he is tall, jump by pressing the Y button and then press the Y button a second time to allow him to enter the Split Jump position.

Half Split Jump

If Sam is in a smaller corridor, he will be able to do a Half Split Jump. Press the Y button to jump, then press the Y button a second time to allow him to enter the Half Split Jump position.

Half Split Jump and Jump

From a Half Split Jump, Sam can reach a higher spot. Make Sam face the higher position by moving the left thumbstick. Then press the Y button to reach it.

Drop Attack

If you can get above an enemy and drop directly down on him, you will knock him out. Press the Y button to Drop Attack.

Quiet Landing

When falling, quickly press the B button to do a Quiet Landing.

Rappelling

To rappel from a small chimney, stand near it and select the Rappel nteraction. Sam can move up and down the rope. Press the Y button to kick off the wall.

Rappel Shooting

Sam can equip and fire his weapon while rappelling. Press the X button to equip the selected weapon.

Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe, but only if his legs are not tucked. Press the X button to equip the selected weapon.

Upside-Down Shooting

While Sam is hanging by his legs from a horizontal pipe, press the X button to withdraw his weapon.

Split-Jump Shooting

Sam can equip and fire his weapon while in the Split Jump position. Press the X button to equip the selected weapon.

Back-to-Wall Shooting

When Sam approaches a corner with his back to the wall, he will automatically peek around the corner. Press the X button while peeking to equip the selected weapon, and he can shoot around the corner.

Back-to-Wall Throwing

While peeking, press up and down on the directional pad to select an object you can throw. Press the X button to equip it. While equipped, you can adjust throwing length by pulling the left trigger. Pull the right trigger to throw it.

SWAT Turn

While Sam is peeking at an open door or a small corridor, press the A button to perform a SWAT Turn. The SWAT Turn is a highly trained Special Forces movement that makes you almost invisible.

Non-Player Character-Linked Moves

Sam has several special moves that can only be performed on NPCs (Non-Player Characters). Being able to get close to an enemy without being detected is necessary to execute these moves.

Move Body

Sam will need to hide dead or unconscious bodies in order to prevent them from being discovered. Select the Body interaction to carry a body. Press the A button to put him down quietly, or simply press the X button to equip a weapon and drop the body in a hurry.

Grabbing

Grab an enemy by sneaking up close to him undetected and selecting the Grab Character interaction.

Human Shield

While holding an enemy, you can press the X button to equip your sidearm and fire at other enemies while using the enemy you are holding as a human shield.

Interrogation

Some NPCs can be interrogated for useful information. While holding an NPC, select the Interrogate interaction to make him talk.

Forced Cooperation

Some objects in the world can't be used by Sam, but there may be NPCs who can use the objects for him. To force an NPC to cooperate, grab him, drag him to the object you want him to use, and select the Force Cooperate interaction.

WEAPONS, GADGETS, ITEMS, AND IN-GAME ELEMENTS

During the game, press and hold the White button to access the quick inventory. Use the directional pad to select an item. To use the item, pull the right trigger.

Weapons and Gadgets

SC-20K

The bull-pup configuration of this assault rifle makes it light and compact without sacrificing firepower (5.56x45mm ss109). Its modular configuration allows it to be customized to fit any mission profile. Equipped with a flash/sound suppressor and combined with a multipurpose launcher, the SC-20K becomes the obvious choice of weaponry for Sam when he is infiltrating enemy territory.

When you're equipped with the SC-20K rifle, click the right thumbstick to go into Sniper mode.

SC-20K's Multipurpose Launcher

Pull the left trigger to fire with the launcher. The launcher cannot be fired in Sniper mode.

Ring Airfoil Projectile

A high-impact, zero-penetration projectile designed to incapacitate rather than kill.

Note: The Ring Airfoil is much more effective if it hits the head.

Sticky Camera

A miniature camera with full pan and zoom functionality, plus night and thermal vision modes. The Sticky Camera feeds its image directly to Sam's OPSAT. Sticky Cams are reusable.

Sticky Shocker

A high-voltage discharge device coated in adhesive resin. The Sticky Shocker will adhere to an enemy and give him an incapacitating shock.

Hint: Fired into pools of water, the Sticky Shocker can neutralize multiple opponents.

Distraction Camera

This camera can be triggered to attract enemies with sound and then dispense a cloud of incapacitating gas when they are nearby.

Gas Grenade

This standard gas canister grenade can incapacitate groups of enemies. Prolonged exposure causes unconsciousness.

Flashbang Grenade

Grenade with powerful lightning effect that can blind you at medium range.

Chaff Grenade

When exploded, it releases a cloud of magnetic particles, which will disable electronic devices in its radius. This also affects Sam's gears.

Laser Aiming

The pistol is equipped with Laser Aiming to allow better accuracy. But be careful, the red spot can be detected by enemies.

Lock Pick

Standard set of picks, wrenches, and probes for bypassing standard cylinder locks. Slowly rotate the left thumbstick around the outer edge of its range until you see and hear the first pin begin to move. This means the left thumbstick is in the correct quadrant. Keeping the left thumbstick in the correct quadrant, wiggle the thumbstick very gently to release one of the pins in the lock. Repeat until all pins are released.

Disposable Pick

Unconventional lock picks, these micro explosive-shaped charges deliver a quick impact to any standard lock cylinder that will shatter the pins and unlock the door.

Laser Microphone: T.A.K. (Tactical Audio Kit)

A laser-operated microphone integrated in the SC pistol that enables the user to read the vibration off certain surfaces (mainly glass windows). Used to listen in on conversations.

Camera Jammer

The Camera Jammer emits microwave pulses that disrupt the surveillance cameras. The battery has to be recharged after a short time.

Optic Cable

This flexible cable/camera can easily be slipped under doors to view the other side. Complete with night and thermal vision enhancement.

Goggles

Night vision goggles amplify very low existing light, especially lights at the lower end of the infrared spectrum. The thermal vision headset is an essential tool in low-light situations. This technology differs from night vision in that it captures the upper level of the infrared light spectrum, which is emitted as heat rather than reflected as light.

Items

Some objects, like grenades, flares, or other miscellaneous objects in the world, can be thrown. To throw an object, equip it and pull the right trigger. A series of reticles on-screen will show your aiming trajectory. Use the right thumbstick to aim and the left trigger to flatten or arch the trajectory. Pull the right trigger to throw the object or pull the right trigger again to abort the throw.

Wall Mine

The Wall Mine is a motion-sensitive explosive device that can be attached to almost any surface. To deactivate and pick up a Wall Mine, wait for the green light.

Emergency Flare

These standard road flares also emit a great deal of heat, making them useful for distracting heat sensors such as those found on automated turrets.

Frag Grenade

The 14-ounce M67 fragmentation grenade consists of a 2.5" steel sphere surrounding 6.5 ounces of high explosive. Upon detonation, the steel sphere shatters, emitting a burst of high-velocity shrapnel.

Medical Kit

Standard field first-aid kit.

In-Game Elements

Enemy static defenses present a wide range of potential obstacles to overcome – from simple keypads that control doors to automated turrets that detect heat and movement and fire on intruders.

Alarm Panel

Standard alarm switches that can be triggered by enemies to alert nearby comrades. Because of the extremely covert nature of Sam's operations, indiscretion with alarms can lead to Third Echelon aborting a mission.

Automated Turret

Heat- and motion-sensing turrets with an Independent Friendly Fire (IFF) recognition system. Turrets can be hacked from their attached control computer. Either deactivate a turret entirely, or disable its IFF system. With IFF disabled, the turret will still attack Sam, but it will also attack enemies. Use the directional pad to navigate in the attached control computer.

Surveillance Camera

Standard, off-the-shelf surveillance cameras that detect movement and have the ability to directly trigger alarms. This type of camera is fragile and can be destroyed.

Armored Camera

Except for the bulletproof casing, these cameras are identical to the standard surveillance camera.

Keypad Lock

Standard push-button security pads linked to electromagnetic locking systems in a door. Only the correct code will allow a keypad-locked door to be opened. Multiple failed attempts to enter a code will sound an alarm.

Retinal Scanner

A locking device that reads the unique imprint of a person's retina before unlocking a door. No one without access can open a retinal scanner–locked door, but those with the correct retinas can sometimes be "convinced" to open them for you. An incorrect retinal scan automatically triggers an alarm.

Booby Trap

This basic grenade links to a small cable.

Motion Detector

When Sam is moving too quickly near a motion detector, it releases a powerful lightning effect that can blind at medium range.

MULTIPLAYER

THE OPERATION

SHADOWNET Team Background

SHADOWNET is a new class of operative in THIRD ECHELON, part of a movement towards tactical, team-based stealth. Based on the theories of NSA analyst Dermot P. Brunton, SHADOWNET has been conceived as the "left hand" of the Splinter Cell program. SHADOWNET is intended to leave absolutely no footprint on the area of operation. To compensate for the lack of a handler, teams of operatives are assembled for each mission. They operate laterally, shifting command structure in the field as the situation demands. SHADOWNET directives call for strictly nonlethal operations.

- Feline
- Formidable opponents in hand-to-hand combat
- Masters of the art of exploiting one's environment

ARGUS Corporation Background

YEAR 2006. Guards - ARGUS, Inc.

ARGUS stands for Armed Guardian Services (Argus was the 100-eyed giant guarding the fleece from Jason and the Argonauts). It is a private military corporation, or PMC, based in the U.S. ARGUS guards specialize in domestic contravention and security consultation. They will secure and guard any location, no questions asked. But the payment for their services is not cheap. ARGUS has succeeded in the highly competitive realm of PMCs by offering bonus/injury incentives for employees. Any ARGUS employee injured or forced to harm or neutralize a hostile presence in the line of duty will be richly rewarded.

- Tough
- Powerfully armed
- Hunters and trackers

PRINCIPLE OF THE GAME

The game is based on two opposing teams of human players. The SHADOWNET team must move forward without being spotted, analyze its environment, and fulfill the conditions for victory. The mercenaries' team (ARGUS Corp.) must prevent the SHADOWNET team from making progress by tracking them down, finding them, and eliminating them.

The Different Game Modes

Neutralization Mode

SHADOWNET Team

OBJECTIVE: Find the viral containers (ND133s) and neutralize them.

VICTORY: Neutralize the ND133s or eliminate all the mercenaries.

RULES: To neutralize an ND133, position yourself in front of it and press the A button. Neutralization takes time, but you can break off whenever you want and take up again where you left off.

ARGUS Corporation

OBJECTIVE: Protect the containers and eradicate the intruders.

VICTORY: Eradicate all the intruders or protect the ND133s within the time limit.

Extraction Mode

SHADOWNET Team

OBJECTIVE: Find the ND133s, take the tubes, and bring them to the extraction point.

VICTORY: Bring back enough tubes to the extraction point.

RULES: To take an ND133 tube, position yourself in front of it, and press the A button. Then take it back to an extraction point.

ARGUS Corporation

OBJECTIVE: Prevent the intruders from stealing the tubes and eradicate the threat they constitute.

VICTORY: Eradicate all the intruders or protect the tubes within the time limit.

RULES: Protect the tubes on their supports. You can retrieve a tube stolen by an intruder by eliminating the intruder before he reaches the outer limit of the site and passing over the tube.

Sabotage Mode

SHADOWNET Team

OBJECTIVE: Find the ND133s and neutralize them by placing a modem nearby.

VICTORY: Neutralize the ND133s using your modems or neutralize the mercenaries.

RULES: Place a modem on a wall near an ND133 by pressing down on the directional pad. The ND133 will be neutralized at the end of the countdown. If the modem is destroyed, placing a new modem will resume the countdown from where it stopped. Pick a new modem from your ammo pack.

ARGUS Corporation

OBJECTIVE: Protect the containers from the intruders who try to neutralize them with their modems.

VICTORY: Eradicate the intruders or prevent them from neutralizing the ND133s.

RULES: Protect the ND133s from the modems. When a countdown appears, look for the modem in question and neutralize it by removing it or shooting it.

CONTROLS

This diagram shows the controls for a SHADOWNET team spy:

A button Contextual action.
Near an enemy: Strike an enemy with your elbow when facing him or grab him from behind.
Near a door or a computer: Use it.
Facing a wall: Turn your back to the wall.

B button Crouch down/stand up.
When held: Roll.

X button Take out/put away your weapon.

Y button Jump.

White button Switch audio channels to talk or listen to your enemy.

Black button Toggle the Enhanced Reality display mode (none, all).

Right trigger In third-person view: Use the emergency gadget by pressing the Y button.
With weapon in hand: Shoot with the Sticky Shocker.

Left trigger In third-person view: Use the emergency gadget by pressing the X button.
With weapon in hand: Use a gadget.

Left thumbstick Up, down, left, right: Move the character in relation to the camera.

Right thumbstick Up, down, left, right: Turn the camera.

Click left thumbstick Open the inventory. Once open, press the A, B, X, or Y buttons or the right thumbstick to select a gadget.

Click right thumbstick Shift into Binocular mode. Zoom in and out with up and down on the directional pad. Once in this mode, lock an objective with the A button when its details are displayed.

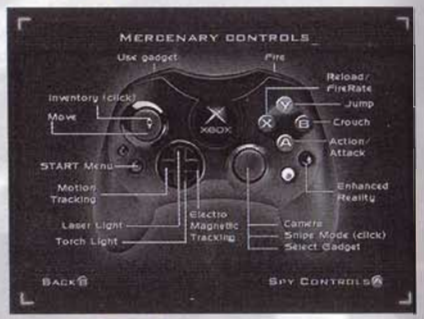
BACK button Display controls and HUD explanations.

START button Open the menu when a game is in progress.

Directional pad Use alternative visions.

- Up: Activate or deactivate the weapon's laser (default on).
- Left: Use the night vision goggles.
- Right: Use the thermal vision goggles.
- Down: Place a modem (in Sabotage mode only).

This diagram shows the controls for an ARGUS Corporation mercenary:



A button Contextual action.
Near a computer or ammunition case: Use it.
Near a moving enemy: Attack or charge.

B button Crouch down/stand up.

X button Reload/change a weapon's rate of fire (press longer).

Y button Jump.

White button Switch audio channels to talk or listen to your enemy.

Black button Toggle the Enhanced Reality display mode (none, all).

Right trigger Fire (for longer or shorter periods, depending on the fire mode and the length of time the button is kept pressed down).

Left trigger One short press: Use the current gadget.
Long press: Adjust the strength of the jet and range.
In Snipe mode: Hold your breath.

Left thumbstick Move the character:
- Up: Forward.
- Down: Back.
- Left: One step left.
- Right: One step right.

Right thumbstick Change aim.

Click left thumbstick Open the inventory. Once open, press the A, B, X, or Y buttons or move the right thumbstick to select a gadget.

Click right thumbstick Shift into Snipe mode. Zoom in and out with up and down on the directional pad. Hold your breath by pulling the left trigger. Shoot by pulling the right trigger.

BACK button Display controls and HUD explanations.

START button Open the menu when a game is in progress.

Directional pad Use alternative visions.
- Up: Laser sight.
- Down: Flashlight.
- Left: Motion-tracking device.
- Right: Electromagnetic field-tracking device.

QUICK START

From the Splinter Cell Pandora Tomorrow general menu, select Multiplayer to access the general Multiplayer menu. Choose a profile by selecting it and pressing the A button. You can delete a profile by selecting it and pressing the X button.

Note: Profiles created in Single Player mode and those created in Multiplayer mode can be used in either type of game, but the options for each will be different. If this is the first time you have clicked on Multiplayer, you will be automatically invited to create a profile by entering a name. When your profile has been created, you will be automatically directed to two tutorials: the first one trains you as a spy; the second one trains you as a mercenary. You can quit these tutorials any time by pressing the START button in-game and choosing Quit.

Then you will be taken to the following menu:

- **Xbox *Live*:** Play on the Internet, using the Xbox *Live* service.
- **System Link:** Create or join games on a local network.
- **Tutorials:** View tips and tools to help you master the game. You can also access tutorial maps.
- **Options:** Modify the settings for the profile being used.

MENUS

Navigation Method

To move about on the page, use the left thumbstick or the directional pad. To validate a choice, press the A button. To go back to the previous page, press the B button. On some pages, the other buttons (e.g., X) may have another function (see the caption at the foot of the page).

Menu Details

Profile and Editing Menu for Gadgets

The Profile Options field of the Main Menu enables you to edit the settings relating to your profile.

- **Equipment:** Edit the gadgets that each of your characters can use in the game.

  Each profile contains details of spy and mercenary equipment. To see what your other character possesses, press the Y button. Each character has four locations, each of which can accommodate a gadget. To change a gadget, position yourself on it and press the A button. You will then be taken to a page showing you all the gadgets available for the member of the team you are editing. There are six gadgets. Choose the gadget that you wish to take, and then validate your choice with the A button. The new gadget will appear in your inventory.

  Note: For spy equipment, try allocating grenade-like gadgets to the X and Y slots; you can then use them in an emergency by pulling the left and right triggers.

- **Game:** Adjust the following game control settings.
  - Vibration: Activate or deactivate vibration in the game.
  - Invert Y Axis: Invert the vertical aiming axis.
  - Invert X Axis for Spies: Invert the camera's horizontal axis of rotation.
  - Auto-center: Turn on or off automatic return to the horizontal when sentries aim.
  - Display System Messages: Turn on or off display of system messages during a game.
  - Unit System: Display distances in meters or feet.
- **Audio:** Configure the game's sound settings.
  - Effects Volume: Modify the volume of sound effects.
  - Music Volume: Modify the volume of in-game music.
- **Video:** Adjust the game's video settings for optimum performance on your TV.
- **Xbox *Live*:** Access the settings used for the online game on Xbox *Live*.
  - Appear Offline: Appear offline, even when playing on Xbox *Live*.
  - Voice Mask: Apply a filter to your voice by selecting one of the masks provided.
  - Voice on Speaker: Hear the voices of other players through your TV's loudspeakers via the Voice Communicator.

Xbox *Live* Menu

Before accessing the general Xbox *Live* menu, you must select an Xbox *Live* account. Validate your choice with the A button. If the selected account is protected by a password, enter the password. If you have not yet created an Xbox *Live* account, use the New Account option to access your Xbox account creation menu. When you have entered your password, you will be taken to the following menu:

- **Quick Match:** Find a game with an available place that you can join quickly.
- **OptiMatch:** Find games you can join that meet certain criteria.
- **Create Match:** Set up an Xbox *Live* game session by specifying the game parameters. Choose the desired level for the game, the game mode, the type of game (Free or Ranking), and the Level Gap (the tolerated divergence of level between players). Once the settings have been made, go to the game waiting room by pressing the A button. When all the players are ready (with the Check icon next to their names) and you are also ready, launch the game by positioning yourself on the Launch option and pressing the A button.
- **Friends:** Access your list of friends. They are displayed in the left-hand column, their state is indicated at the top right, and the actions available for the currently selected friend are indicated at the bottom right. To carry out an action on a friend, select the friend in the left-hand column and press the A button. Then select the action and press the A button to implement it.
- **Recent Players:** Access your recent players list. It is displayed in the left-hand column and the actions available for the currently selected recent players are indicated at the bottom right. To carry out an action on a recent player, select him or her in the left-hand column and press the A button. Then select the action and press the A button to implement it.
- **Download Content:** Access the download page to get new content for the game.
- **Rankings:** Consult the world rankings for Xbox *Live*. When you play Ranking games, you receive points for each victory. These points allow you to make progress. After selecting certain search filters, press the A button to display the ranking. From this general page, you can modify the ranking criteria to sort players in different ways. Each ranking criterion can be modified using one of the directional pad buttons (you are reminded of the action associated with each button on the interface).
- **Options:** Edit your profile's options.

Menu System Link

With Splinter Cell Pandora Tomorrow, you can link up several Xbox consoles (a maximum of four), either directly or through a local network (LAN).

- **Find Session:** To join an existing game. You are provided with a list of games, similar in architecture to the OptiMatch list of games. Choose the game you want to join by pressing the A button. You will be taken to the game waiting room. When all the players are ready (with the Check icon next to their names) and you are also ready, launch the game by positioning yourself on the Launch option and pressing the A button.
- **Create Session:** To set up a game session. You must choose the level for the game, as well as the game mode. When the settings have been made, you can go to the game waiting room by pressing the A button. When all the players are ready (with the Check icon next to their names) and you are also ready, launch the game by positioning yourself on the Launch option and pressing the A button.

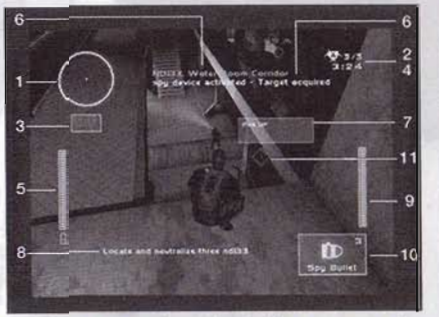
Tutorials Menu

The Tutorials menu includes the following options:

- **View Controls:** Consult the diagrams showing the attribution of actions to controller for each of the two teams. From one of the diagrams, press the A button to display the other team's controls.
- **View HUD:** Consult explanations relating to the items displayed on the game screen. From one of the diagrams, press the A button to display the other team's controls.
- **Tips:** Obtain tips or additional explanations concerning the abilities of characters in each team. From the Tips page for spies, press the Y button to display the tips for the other team. To view a tip, select it and press the A button. From this page, press the A button to display the following tip and the B button to go back to the Tips menu.
- **Visit Map:** Visit the level of your choice (alone) within a chosen team. Select the level you want to visit, the team you want to join, and the game mode.
- **SHADOWNET Spy Tutorial:** Play the Spy tutorial map.
- **ARGUS Mercenary Tutorial:** Play the Mercenary tutorial.

GAME SCREENS

SHADOWNET Team Member Screen



1. **Tactical radar:** This radar displays the position of your teammate and the locked enemies (only appears when something needs to be displayed).
2. **ND133 counter:** Displays the number of objectives left to win and the objectives already taken.
3. **ND133 capture timer:** Displays the remaining time for an ND133 to be neutralized by the SHADOWNET team.
4. **Time remaining in the game:** Displays the time remaining before the end of the mission.
5. **Energy indicator:** This interface is displayed only when the player is in over-the-shoulder view or when the energy bar is refilling. It is an indication of the remaining energy available for the spy electrical gun.
6. **Detection and alarm messages:** Displays messages when your presence has been detected.
7. **Interaction menu:** This interface displays the different interactions with an object.
8. **Game info screen:** This window is used to display all the in-game messages (objective taken, alarm triggered, player killed by player, etc.). The messages are displayed using horizontal scrolling.
9. **Life bar:** This interface displays the player's remaining life.
10. **Current gadget:** This interface displays the current gadget, its name, and the number of units of this gadget available (in the screenshot example, the player has three spy bullets).
11. **Enhanced Reality:** This indicator displays information about the position of the ND133 and the distance between the player and this ND133.

ARGUS Corporation Member Screen

1. **System info:** Displays messages concerning your equipment status.
2. **Detection and alarm messages:** Displays intrusions and alarm messages, indicating the name and position of the alarms that have been triggered.
3. **Game info screen:** This window is used to display all the in-game messages (objective taken, alarm triggered, player killed by player, etc.). The messages are displayed using horizontal scrolling.
4. **Life bar:** This interface displays the player's remaining life.
5. **Ammunition indicator:** This interface displays the player's ammunition. The number on the left is the number of extra clips available. The number on the right represents the number of remaining bullets in the current clip.
6. **Current gadget:** This interface displays the current gadget, its name, and the number of units of this gadget available (in the screenshot example, the player has 20 Tazers).
7. **Tactical radar:** This radar displays the position of the objectives, the player's teammate, the triggered alarms, the locked enemies, etc.
8. **Time remaining in the game:** This interface displays the time remaining for the spies to complete the mission.
9. **ND133 counter:** Displays the number of objectives left to win and the objectives already taken.
10. **ND133 capture timer:** Displays the remaining time for an ND133 to be neutralized by the SHADOWNET team.
11. **Interaction menu:** This interface displays the different interactions with an object.
12. **Enhanced Reality:** This indicator gives information about the position of the ND133 or the triggered alarm, and the distance between the player and the ND133 or the alarm.
13. **Reticle:** Your aiming device.

CHARACTERS' ABILITIES

SHADOWNET Team Members' Abilities

Basic Actions

Sneak, Walk, and Run

When you push the left thumbstick forward slightly, your character will begin to walk slowly. Pushing the thumbstick all the way forward initiates the full run.

Crouch

The Crouch button toggles crouching. Crouching is a good way to ensure slow, quiet movement.

Jump

Pressing the Y button will make your character jump straight up in the air. Pressing the Y button while running will make the character jump forward. If you press the B button when falling (i.e., when landing from a jump), you will make a silent landing, which is very useful to avoid being located. If you land on an opponent, you may knock him out.

Wall Jump

After a jump, it is also possible to push against a wall. To do this, just move towards the wall and press the Y button. The resulting action will depend on how the place is configured:

- If it is possible to cling on a little higher up the wall, your character will push against the wall to gain altitude and be able to cling on.
- If it is not possible to cling on, your character will push against the wall to perform a flip.

Shoot

To take a weapon in hand, press the X button. To shoot, pull the right trigger. In this representation mode (over-the-shoulder, weapon in hand), you cannot jump. However, you can interact with your environment by pressing the A button. To come out of this weapon-in-hand mode, press the X button.

Use a Gadget

To use one of your gadgets, you must have your weapon in hand. To use a gadget, pull the left trigger. Some gadgets can be used quickly. The correct procedure is described in the Quick Inventory paragraph.

Interact

You can interact with certain items in the universe by pushing the A button. These actions include flipping a light switch, using an elevator, and picking up an object.

Special Abilities

The Ledge Hang

If you just miss a jump, fall off a platform, or jump up from below a platform, you can hang onto the ledge. Tap up to make your character pull himself up onto the ledge. Tap down or press the Y button to release your character from the ledge. Pressing left and right while ledge-hanging will allow him to shimmy along the ledge.

Climbing Halfway up an Object

If you are confronted with an object that you cannot cling to, but on which you can climb, press the Y button for your character to start a jump and climb onto the box.

The Fence Climb

You can initiate climbing by either walking or jumping onto these surfaces (press the Y button while keeping the left thumbstick pushed forward). Pressing up or down then makes the character climb up and down, while pressing left and right makes him climb from side to side. To release the character from the surface, press the Y button. If you reach the top of a climbable wall, your character will automatically climb up off the wall if you continue to push forward. If you are climbing a fence, pressing up at the top will make your character climb to the other side of the fence.

The Hand-over-Hand Climb

Your character is able to hang from pipes and move under them by swinging hand-over-hand. All you have to do is position yourself under the pipe and press the Y button. Once you are hanging on, move along using the left thumbstick. Press the B button to make your character swing his legs up onto the pipe (and the B button again to make him swing his legs down). Pressing the Y button will release the character from the pipe.

You can hang from one arm and shoot when you stop moving forward by pressing the X button (or by pulling the right trigger or the left trigger). If you are hanging with your feet above the pipe and you take your weapon into your hand, you will end up hanging by your feet with the weapon in hand. Press once on the X button to go back to the initial position. However, if you press the Y button while hanging by your feet, you will perform a somersault and fall back to the ground below the place where you were hanging on.

The Ladder Climb and Vertical Pipe Climb

Your character can climb up and down ladders and vertical pipes. Push into a ladder or a pipe (or jump onto it by pressing the Y button) to grab onto it. Pressing up and down on the left thumbstick will make the character climb up and down. If you press the A button while pressing down on the left thumbstick, the character will quickly slide down the ladder or the pipe. If you stop pressing down on the left thumbstick, the character will stop sliding. Press the Y button to jump backwards off the ladder or the pipe.

The Zip Lines

You can hang onto, and slide along, a taut rope (zip line). To use this method of movement, position yourself under the zip line and press the Y button. You can accelerate by pushing the controller upwards. Once a certain speed has been reached, the character will raise his feet. By pushing the left thumbstick down, you can slow down his descent. Let go of the rope by pressing the Y button.

The Split Jump

You can hold on between two walls by doing a split. To do this, position yourself between the two walls, near one of them, and press once on the Y button. When you are in the air, press a second time on the Y button to support yourself against the wall. Your character will end up doing a split between the two walls. In this position, you can perform the following actions:

- Take out your weapon and shoot.
- Drop back down. To do this, press the Y button.
- Use the available gadgets in your inventory by pulling the left trigger.

The Back to Wall

To stick close to a wall, position yourself facing the wall and press the A button. To move, use the left thumbstick. Press the B button to crouch down. To move out of this position, you have different possibilities:

- Press the A button again.
- Take your weapon into your hand.

If you are moving up to the corner of a wall and you keep pushing the left thumbstick in the direction of the corner of the wall, your character will shift automatically into Sneak mode (he will poke his head around the side of the wall to see what is going on). From this position, you can manually target and take your gun by pressing the B button (or by pulling the right or left trigger). Shoot by pulling the right trigger; use a gadget with the left trigger. Press the X button to put your weapon away.

The Roll

You can perform rolls. To do this, push the left thumbstick as far as possible in a certain direction and press the A button. The length of your roll will depend on your initial speed.

The Grab

You can slip up behind an enemy and grab hold of him. To do this, position yourself behind a mercenary and press the A button. From this position you can:

- Move towards him with the same controls.
- Break your victim's neck by pressing the A button.
- Knock your victim out with a blow from the elbow by pulling the right trigger. Your opponent will only be knocked out temporarily; he will get up again after a few moments.

Whatever the situation, you can only grab hold of a mercenary for a limited period of time. Beyond this time limit, the mercenary will suffocate and collapse.

The Elbow Shot

You can temporarily neutralize or disorient a mercenary by striking him with your elbow. To perform an elbow shot, make contact with the enemy and pull the right trigger. If you are in front of your opponent or to one side of him, you will knock him back. If you are behind him, he will be knocked out.

ARGUS Corporation Members' Abilities

Basic Actions

Sneak, Walk, and Run

When you push the left thumbstick forward slightly, your character will begin to walk slowly. Pushing the thumbstick all the way forward initiates the full run.

Crouch

The Crouch button toggles crouching. Pushing the Crouch button once will make the character crouch. Pushing it again will make him stand up.

Jump

Pressing the Y button will make your character jump straight up in the air. Pressing the Y button while running will make him jump forward.

Shoot

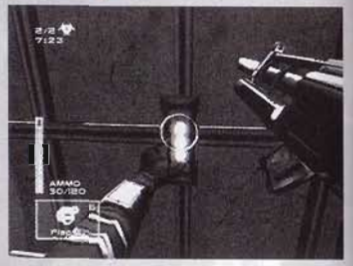
Aim by moving the on-screen reticle using the right thumbstick. To shoot, pull the right trigger. Change shooting mode by pressing the X button:

- Burst: You shoot a burst of three bullets each time you pull the right trigger.
- Full-Auto: You shoot a continuous burst of fire as long as you hold the right trigger.

The current shooting mode is indicated by an icon on your weapon.

Use a Gadget

To use one of your gadgets, you must have your weapon in hand. To use a gadget, pull the left trigger.



Interact

You can interact with certain items in the universe by pressing the A button. These actions include flipping a light switch, using an elevator, and picking up an object.

Special Abilities

Pupil Adaptation

This ability is a version of a natural phenomenon: when you go into a very dark room, it is virtually impossible to make out the slightest shape. After a few minutes, the pupil dilates, allowing more light to enter the eye, slightly improving your vision in the darkness. So, if the mercenary remains motionless, or if he moves very slowly through a dark room, the ambient light will gradually increase. This increase enables the mercenary to discern certain shapes – and a few spies, too.

QUICK INVENTORY

You can change the gadget you are using by pressing the left thumbstick and keeping it pressed down. Your screen will look like the image to the right.

There are two different ways to select a gadget:

- While in this configuration, press the button corresponding to the gadget you want to pick up (in this example, press the B button to select the Sticky Camera). Once your choice has been made by pressing the button, the inventory interface will disappear.
- While in this configuration, move the highlighted square onto the gadget you want to select using the right thumbstick. Once your choice has been made, release the left thumbstick. This will select the gadget on which the highlighted square was positioned and close the inventory.

ARSENAL

Weapons

The spy is obliged to kill no one and to leave no trace. To meet this obligation, he only has one nonlethal weapon: the Sticky Shocker. This weapon emits electrical discharges that put the person they hit into temporary shock. The player can fire 7 consecutive discharges before his or her weapon is completely discharged. It recharges automatically in the course of time. To shoot, you must hold the weapon in your hand. When you are holding it, pull the right trigger to fire. Your weapon has a secondary function that enables it to fire smoke grenades and Sticky Cameras, among other things (the list of gadgets is provided in the SHADOWNET Team Members' Gadgets section).

ARGUS members have a special weapon. This weapon operates with high-velocity projectiles. It has three shooting modes: Single Shot, Burst, and Full-Auto. You have five clips with 30 bullets. You can reload by pressing the X button. But watch out! When you reload, you replace the current clip with a new clip, so you lose the unused bullets in the current clip. If you find yourself short of ammunition, you can reload in certain locations on the levels that are provided for this purpose: reloading zones. Your weapon has a secondary function that enables it to fire fragmentation grenades and flares, among other things.

Gadgets

SHADOWNET Team Members' Gadgets

Enhanced Reality

This function is similar to military targeting systems. It enables you to locate an ND133, providing a 2D representation of its position, its state, and its distance from you.

Night Vision Goggles

Night vision goggles amplify the ambient light, particularly emissions from the lower end of the infrared spectrum. To use night vision, press left on the directional pad.

Thermal Vision Headsets

Thermal vision headsets are similar to night vision goggles, except that they pick up the upper part of the infrared spectrum, namely heat emissions rather than light emissions. This vision mode displays heat sources in red on the screen. But remember that the range of these headsets is limited. To use the thermal vision headsets, press right on the directional pad.

Binoculars

This tool can by used at any time and provides a more detailed view of certain zones. You can zoom in and out using up and down on the directional pad. You can also use thermal vision or night vision, or lock an ND133 to locate it more easily. To use the binoculars, press the right thumbstick.

Spy Bullets

These are double-purpose cartridges: they either temporarily mark an enemy hit by the bullet (he appears on your radar and on your teammate's radar) or, if the bullet hits a wall or another part of the environment, transform the zone around the point of impact into a radar (making it possible to locate any enemy entering this active zone). To shoot a spy bullet, first select it from the inventory. Then take your weapon into your hand. Aim and fire the spy bullet by pulling the left trigger.

Sticky Cameras

This miniature camera has many functions (zoom, night vision, thermal vision, gas jet). To fire a Sticky Camera, first select it from the inventory. Then take your weapon into your hand. Aim and fire the Sticky Camera by pulling the left trigger.

Chaff Grenade

This grenade emits electromagnetic particles when it explodes. These particles disrupt and neutralize electronic devices (surveillance cameras, motion detectors, mines). When the particles have discharged their magnetic field, the neutralized devices operate normally again. To throw a chaff grenade, first select it from the inventory. Take your weapon in your hand. Aim and throw the grenade by pulling the left trigger.

Noise Emitter

This accessory is also dual-purpose. It emits a series of noises similar to those made by a spy (logical and realistic sequences of sounds). The aim is to fool the mercenaries. When fired near a detection system (camera, presence detector, etc.), it can also trigger the detection system, again deceiving the mercenaries. To fire a noise emitter, first select it from the inventory. Take your weapon in your hand. Aim and fire the noise emitter by pulling the left trigger.

Flashbang Grenade

This grenade temporarily blinds the characters when it explodes in their field of vision. To launch a flashbang grenade, first select it from the inventory. Take your weapon in your hand. Aim and throw the grenade by pulling the left trigger.

Smoke Grenade

This grenade gives off a cloud of smoke when it explodes. The cloud enables SHADOWNET team members to move forward without being spotted. The smoke also slows down, hampers, and neutralizes any ARGUS Corporation members within the cloud. To throw a smoke grenade, first select it from the inventory. Take your weapon in your hand. Aim and throw the grenade by pulling the left trigger.

ARGUS Corporation Members' Gadgets

Enhanced Reality

This function is similar to military targeting systems. It enables you to locate ND133s and alarms that have just been triggered, providing a 2D representation of their position, their state, and the distance between you and these items.

Flashlight

This flashlight can be used to peer into dark places, in search of intruders. To use it, press down on the directional pad.

Laserlight

The laserlight is a laser beam projected from the weapon that makes it possible to identify a character, even if he is in shadow. To activate the laserlight, press down on the directional pad.

EMF (Electromagnetic Field) Vision

With EMF vision, you can locate interference given off by electronic devices. If an object with functioning electronics – a computer screen, spy goggles when used for special vision, etc. – is within the field of vision, it is picked up by EMF vision and displayed in white. To activate this vision, press right on the directional pad.

Motion Vision

With motion vision, you can reveal air turbulence created by spies or objects in motion. Whenever a moving object is located, a frame appears around it, making it easier to distinguish the object in question. If the object disappears from the direct field of vision (without obstacles between the object and the player) or if the object's speed is too low, the frame gradually disappears. To activate motion vision, press left on the directional pad.

Binoculars in Snipe Mode

The mercenaries have special binoculars that enable them to zoom in (three possible zoom levels, with a magnification of 2, 4, or 6) and – above all – fire (only in Single Shot mode). To shift into this special view mode, click the right thumbstick. You can change zoom mode using up and down on the directional pad. To hold your breath for greater precision when aiming, pull and hold the left trigger. You can only hold your breath as long as the breath gauge is not empty (this gauge is located to the left of your reticle in zoomed vision mode).

Flares

The flare produces dynamic light that is fairly short-lived. It lights up with a radius of a few meters. To launch a flare, first select it from the inventory. Aim and launch it by pulling the left trigger.

Fragmentation Grenade

The fragmentation grenade is a deadly grenade that, on exploding, inflicts damage on anyone within the explosion zone. To throw a fragmentation grenade, first select it from the inventory. Aim and throw the grenade by pulling the left trigger.

Mines

You possess a deadly mine capable of identity recognition (it only detects spies). It has a double activation system. You can choose the mode of activation when you lay the mine. If you choose Laser Mine, you lay a mine that is activated by a laser beam projected by the mine itself. Any spy who cuts through the beam sets off the mine. However, if you choose Proximity Mine, you lay a mine that is activated by a motion detector. Any spy who passes too quickly through the detector's range will set off the mine. To lay a mine, you must first select it from your inventory. Then position yourself in front of a wall and pull the left trigger. If you release it quickly, you will lay a Proximity Mine. However, if you pull and hold the left trigger, a menu appears from which you can choose the mine you wish to lay (make your choice by pressing down on the directional pad). Release the trigger to lay the mine. You can remove a mine that has already been laid (provided your stock of mines is not at its maximum level) by going near it and pressing the A button.

Spy Trap

This device is a locating system. When in operation, it is activated if a spy cuts through the laser beam emitted by the trap, thereby marking him with a transmitter that makes him visible on the radars of all members of the ARGUS Corporation. The device is placed against a wall, the same way as a mine. Select it from the inventory, position yourself facing a wall, and press the A button.

Tazer

This defense system fires a strong electrical discharge at anyone nearby. The person who is hit is immobilized for a few seconds. To use the Tazer, first select it from the inventory. To activate it, pull the left trigger. If someone is near you, that person will receive an electric shock.

GAME LEVELS

There are many varied game environments and they are – above all – interactive. They constitute an integral part of the game, affecting both teams.

Passive Defenses

Trigger mechanisms are located in the level (motion detectors, surveillance cameras, lasers, etc.). If an intruder sets off one of these mechanisms, he either activates an intruder alarm that gives his position or an alarm that sections off the zone in which he is located. In both cases, the intruder's stealthy progress is jeopardized.

Alarm Triggers

The alarm triggers can be seen using thermal vision. They are indestructible but it is possible to neutralize them temporarily using the Sticky Shocker or the chaff grenade. Any item neutralized by one or both of these means is encircled by electric arcs and gives off smoke.

Surveillance Cameras

The surveillance cameras emit sound and light (green when they see nothing; red when the alarm is activated). A character is located when he enters the camera's cone of vision.

Motion Detectors

These detectors can locate any spy who penetrates their active zone. The indicator lights on the housing are green if the detector has located nothing and red if they have detected something.

Lasers

Whenever a spy cuts through the laser beam, he sets off the associated alarm. An alarm stops automatically after a few seconds if nothing appears to re-trigger the alarm.

Gameplay Objects

Some objects in the environment are gameplay elements.

Destructible Lights

To destroy certain light sources, take out your weapon, aim, and fire.

Extinguishers

When you shoot at an extinguisher, a cloud of smoke appears at the bullet's point of impact, blinding mercenaries who are passing through the cloud.

Ammunition Reloads

These enable you to reload bullets for your weapon and stock up on grenades. Press the A button in front of the box to reload.

Health Reloads

These enable you to regain life. Press the A button while in front of the box to get back to full life.

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RenderWare Physics

Sweepstakes Rules

NO PURCHASE NECESSARY. VOID WHERE PROHIBITED BY LAW. See specially marked packages of the Xbox game "Tom Clancy's Splinter Cell Pandora Tomorrow" to win. For a game piece without purchase write to Sponsor at Pandora Tomorrow Sweepstakes, Ubisoft, Inc., 625 Third Street, Third Floor, San Francisco, California 94107. The following prizes will be awarded: 5 Grand Prizes consisting of a Kenwood surround sound system, a DVD remote system, and an Xbox video game system (approximate retail value $719.98; odds of winning 1 in 130,000); 50,000 First Prizes consisting of a one-year Xbox *Live* subscription (approximate retail value $49.99; odds of winning 1 in 13); and 599,995 Second Prizes consisting of a two-month Xbox *Live* subscription (approximate retail value $12.00 odds of winning 1 in 1.1. Sweepstakes will begin on March 15, 2004, and end on December 31, 2004. Requests for game pieces must be postmarked by December 31, 2004, and received by Jan 15, 2005. Sweepstakes is open to legal residents of the United States and Canada (excluding NY, RI, FL, QC and Puerto Rico) who are over the age of 18. See Official Rules for details at www.splintercell.com/win or write to Sponsor at Pandora Tomorrow Sweepstakes, Ubisoft, Inc., 625 Third Street, Third Floor, San Francisco, California 94107.

AUCUNE OBLIGATION D'ACHAT POUR PARTICIPER OU GAGNER. S'avère nul là où la loi impose une interdiction. Voir les jeux Microsoft Xbox spécialement identifiés de « Tom Clancy's Splinter Cell Pandora Tomorrow » pour gagner. Pour participer sans acheter le jeu, envoyez une demande pour un formulaire de participation à l'organisateur à l'adresse suivante : Pandora Tomorrow Sweepstakes, Ubisoft Inc., 625 Third Street, Third Floor, San Francisco, California 94107, USA. Les prix suivants seront acheminés : 5 grands prix d'un Kenwood système « surround sound », un système DVD, et un système de jeu Microsoft Xbox (valeur approximative au détail de $719.98US; les chances de gagner sont 1 :130 000) ; 50 000 premiers prix qui consistent en une année d'abonnement de Xbox *Live* (valeur approximative au détail de $49.99US; les chances de gagner sont 1 :13); 599 995 deuxièmes prix qui consistent en un abonnement de 2 mois de Xbox *Live* (valeur approximative au détail de $12.00US; les chances de gagner sont 1 :1.1). Le concours débute le 15 mars, 2004, et se termine le 31 décembre, 2004. Les demandes pour un formulaire de participation doivent être envoyées au plus tard le 31 décembre, 2004, et reçues avant le 15 janvier, 2005. Le concours est ouvert à tous les résidents légaux des États-Unis et du Canada (excluant NY, RI, FL, QC et Puerto Rico) qui sont âgés de 18 ans et plus. Pour les règlements officiels, visitez le www.splintercell.com/win ou écrivez à l'organisateur à l'acresse suivante : Pandora Tomorrow Sweepstakes, Ubisoft Inc., 625 Third Street, Third Floor, San Francisco, California 94107, USA.

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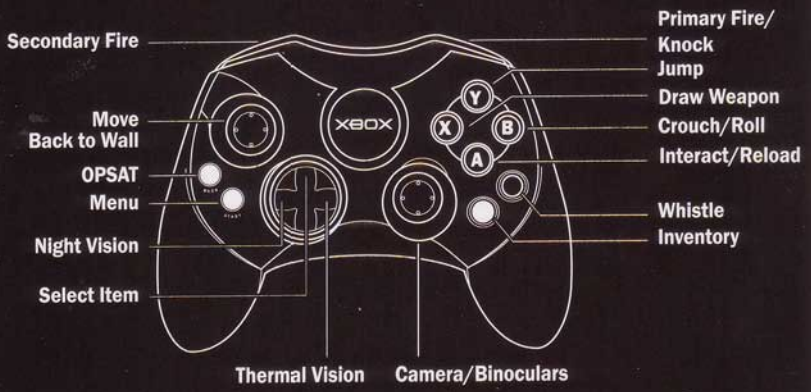

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